Post-Visit Activities:

Animal Clue Game

Objective:

Students will identify four animals using clues that describe characteristics or behavior patterns that are unique to the classes of animals. This *Sharing the Joy of Nature* activity has been adapted to use animals found on the prairie.



Procedure:

- 1. Cut the clues on the following pages apart. Make sure you have one clue for each student. Shuffle the clues and hand out one to each player. Have the students read the clue silently to themselves. Tell the students that the goal of the game is to discover the identity of each of the four animals and as a group, gather all clue cards that describe each animal. Tell them not to begin until you give a signal. (There are 8 clue cards, but you may not choose to use them all, depending on the number of students in your class.)
- 2. The players call out the name of the animal they think is described on their clue. A player's clue might say "You are warm-blooded, have a long tail and four feet." The player thinks, "May be I'm a squirrel", so he calls out, 'Squirrel, squirrel". No one else is saying that, but the player notices that several other players are saying "Coyote!" The player checks the clue again and realizes he could be a coyote and joins that group.
- 3. One person in the group should be the group leader and try to gather all the people holding the same animal clues together. The leader should assign a person to investigate the other groups to make certain that the clues they have gathered as a group do not fit other animals.
- 4. The teacher should mingle with the groups giving help when needed. But the students should rely on one another as much as possible. Check each group's clues only when they say they have collected all of them. When all of the clues have been gathered, have each group read the clues and explain what animal they are. Have them discuss what information led them to make that decision.